

Unreal engine - Wolf – Male v5.3

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This asset features a highly realistic WOLF model with an extensive range of animations, totaling over 90 intricate In-Place (IP) and Root Motion (RM) actions. The model boasts 57 bones, 14500 tris, and is optimized with 4 levels of LODs, ensuring efficient performance. LODs are enabled and finely tuned for seamless transitions.

The accompanying texture maps include albedo (with alpha mask), AO/metallic/roughness, and a normal map, all generously sized at 4096x4096 resolution. Additionally, a separate model tailored for mobile phones with 2800 triangles is included.

For versatility, the asset offers 4 color options, enhancing the customization potential. Notably, there's a variant without alpha channels, catering to specific preferences.

The animation repertoire encompasses a wide array of dynamic movements and behaviors. These include various attack animations (bite, move bite, front, left, right, jump), distinct hit reactions (front, back, middle), nuanced death sequences (left, right), as well as engaging activities such as digging, idle variations, eating, tearing, drinking, lying in different positions, sleeping, and more.

The comprehensive list extends to specialized actions like jumping in 15 stages, crouching with multiple movements, walking, trotting, running at various speeds, swimming (including different directions), turning, 180-degree turns, sitting, defecation, scratching ears, howling, and many others.

In summary, this asset not only provides a high-quality, realistic WOLF model but also offers a vast selection of meticulously crafted animations, ensuring versatility and realism in a wide range of scenarios.

- **Model Inclusions:** The asset encompasses models featuring animations exclusively.
- **Rigging:** Yes, the models are rigged, enhancing flexibility and movement.
- **Epic Skeleton Compatibility:** While not rigged to the Epic Skeleton, the asset offers its own rigging solution.
- **Animation:** The asset is animated, providing dynamic and lifelike movements.
- **Animation Variety:** With a vast collection of 153 animations, users can choose from a diverse range of actions.
- **Animation Types:** Both In-Place and Root Motion animations are included, catering to different needs and preferences.
- **Character Quantity:** The asset comprises 4 distinct characters, adding diversity to your project.

Vertex Counts:

- 7400 vertices for one character model.
- 6800 vertices for another character model.
- 1500 vertices for a smaller character model.
- **Material Details:** The asset boasts 8 materials and material instances, allowing for nuanced visual customization.
- **Texture Count:** A total of 12 textures contribute to the visual richness of the models.

Texture Resolutions:

- 4096x4096 resolution for 6 textures.
- 512x512 resolution for the remaining 6 textures.

This feature-packed asset provides not only versatile animated models but also ensures ease of integration with rigging and a broad spectrum of animations suitable for various applications.



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